## GSAW2004 Plenary Sessions Summary

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Ground System Architectures Workshop

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## Outline

- New at GSAW2004
- Repeated Themes
- Things to Think About
- Notable
- Quotable



### New at GSAW2004

#### • Special announcement at GSAW!

OMG Space Domain Task Force and CCSDS announced a joint agreement to collaborate in the space domain

#### • Perspective of GSAW2004 presentations

- Technologies advocated at previous GSAWs are in experience reports this year
  - CCSDS standards
  - Middleware and messaging services
  - Remote data access
  - Architecting for change composable, component-based architectures
  - The second secon
    - To permit unanticipated applications, lower layer of a system should support the widest possible variety of services and functions
  - TXML, OMG XTCE



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### **Repeated Themes**

- Interoperability, standards, modularity, systems of systems
- Web services, message-oriented middleware
- Dealing with legacy systems incorporating them, interfacing with them, replacing them, re-architecting
- Open source, COTS, managing expectations
- Specifications change -> flexibility, reconfigurability, evolution, technology refresh
- Evolutionary acquisition/spiral developments
- Security, reliability



## **Things to Think About**

- The guy on the ground is the gateway satellites will be nodes
- End-to-end (E2E) the objective is connecting the spacecraft and the user
- The integrator is king
- Reference architecture as a basis for mapping standards
- Common open architectures allow third party enhancements
- Reliability and support are worth inflexibility
  - Flexible requirements vs. fixed requirements baselines
  - Need to prioritize requirements
- APIs vs. protocols



# Notable

- Raging incrementalism and hyperexponential change
- Open sourcery
- Architecture police
- Smart components
- Satellite hotspots, routers in space, phone switch in the sky
- MMSOC, NOC, SOC, STOCC and MCS
- SCA, TCA/TCO/TCM
- COTM, AISR, SISR, GIG-BE, WIN-T, JTRS, ORCA
- Death by PowerPoint



### Quotable

- Maybe if we can't afford it, it's not a requirement
- Incentivize quality, not just cost and schedule
- Don't keep reinventing the wheel instead, build on software that comes close
- Don't do it in hardware if you can do it in software
- Need a centripetal force to prevent spiral development from spinning off
- XML is the hottest thing since comma-separated files
- Hubble was the only disaster that really turned around
- Missions come and missions go, but ground systems tend to stick around
- Real future lies in ability to transition post-R&D assets into operational use



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